

LOADING

Commodore:
SHIFT & RUN/STOP
together

Spectrum:
LOAD "" and ENTER

Amstrad:
Press CONTROL/ENTER
then PLAY

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DEFCOM

In 1986 it had seemed a dream, but by 2056 the orbiting Strategic Defence Initiative had become fact, defending Earth from itself. No longer was it possible for Man to wage war on Man.

Beneath the protective shield Man devoted his time to leisure.

On the 24th of December they arrived. The first warning went un-noticed. Geo-Stationary Satellite 47 registered a Flux Density Factor of 93.45. Corporal Gordon Zola, having been celebrating a bit too early, assumed a malfunction in the Direct Thrust Balance Module and immediately switched over to Indirect Momentum. "That'll keep it going till the end of the shift", he thought. He never reached the end of his shift!

At precisely 19.34 the alien force took over the entire defence system and turned it into a deadly weapon.

Aimed at Earth.

Only one anti-aircraft weapon is left to destroy the alien forces. Unfortunately this weapon is only a standard Eagle Class E751, fitted with a standard Federation laser, a single beam, high intensity anti-aircraft weapon.

You have only 160 seconds to CONDITION RED. GO, GO, GO!!!

Playing the Game

Your mission is to destroy the alien forces controlling the Earth's satellites. You have a single beam laser which if you survive long enough to gain 1,000 points will be exchanged for a Double Wind-Beam, Ultra High Power, Special Purpose Laser, which you can switch to as you require. Before you get over-excited and think you've got them on the run remember that this weapon drains you of more energy than your single laser and could lead to the failure of the Eagle's defence shields. In addition to your lasers you will for every additional 1,000 points be given one extra anti-satellite homing missile and one charge of debris shattering grape shot.

You will have to seek and destroy the Geo-Stationary alien controlled satellites placed above strategically important locations on Earth.

To earn your superior weapons you must wipe out the front line alien forces. You will have 80 seconds before you reach CONDITION AMBER, then a further 80 seconds before CONDITION RED. In this time you must destroy as many satellites as possible to keep CONDITION GREEN. Once you have earned 5,000 points then the aliens will intensify their efforts to catch you.

Controls

Usual Joystick controls (Left, Right, Fire). Pushing forward increases your thrust, enabling you to chase retreating aliens.

Hitting the space bar presents a menu which contains all the available options.

Switching to the VDU shows your energy level, arms status, and speed. This also displays the area of earth which you are over and it's current CONDITION colour. Press fire on selecting an option, like score or VDU, and they remain permanently on the screen as a window.

There are a number of different alien craft, each with different characteristics. Remember none of them are there to wish you a Merry Christmas! They are all dangerous.

Good Luck.